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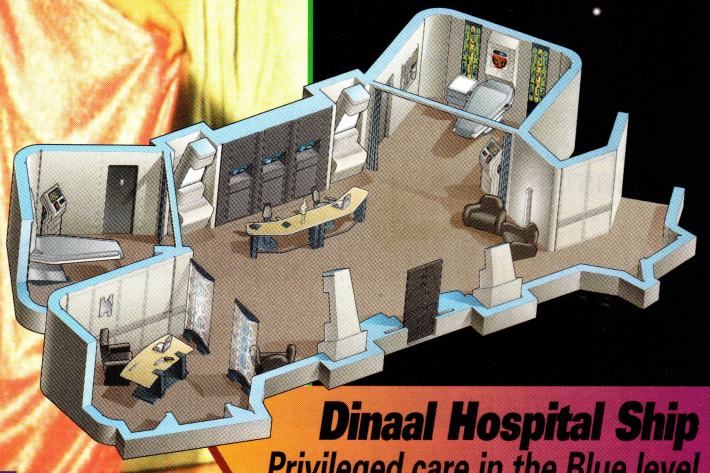
FACT FILES 244



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Falling in love with a God

The Delta Quadrant Borg Queen
Leading the Collective against VOYAGER

The Science of Geodesic Folds
Fatal method of Galactic travel



Dinaal Hospital Ship
Privileged care in the Blue level

Surviving Hostile Conditions
Living in desolate planetary environments

U.S.S. Enterprise NCC-1701-D
Environmental systems explored



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BORG UNICOMPLEX
City of the Hive-mind infiltrated





THE OFFICIAL STAR TREK® FACT FILES



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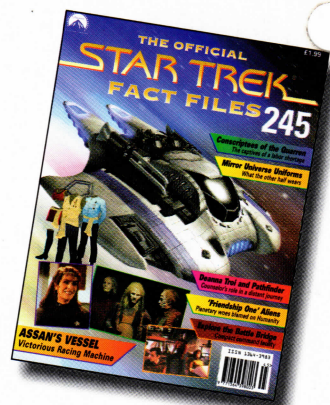
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STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 1A



STAR SYSTEMS

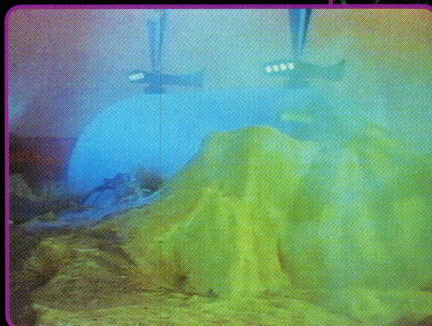
COLONIES ON HOSTILE WORLDS

Across the Galaxy, pioneers and trailblazers are always striving to find new worlds to call home, and new challenges to overcome; on many colony planets, the very environment itself is the biggest challenge of them all.

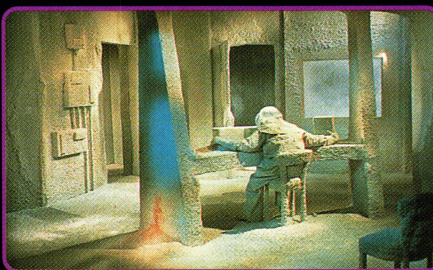
The Galactic disk is filled with millions of habitable **Class-M** planets, but it is sometimes necessary for beings to forge a colony on a world that is much less friendly to humanoid life forms. This is often because the planet in question has a unique property that makes it valuable or attractive to colonists, enough to run the gauntlet of life on a hazardous world. Mineral-rich planets with a high value in exploitable resources are often the sites of **Federation** mining colonies, even if the locale is a harsh and unforgiving one.

Living rough

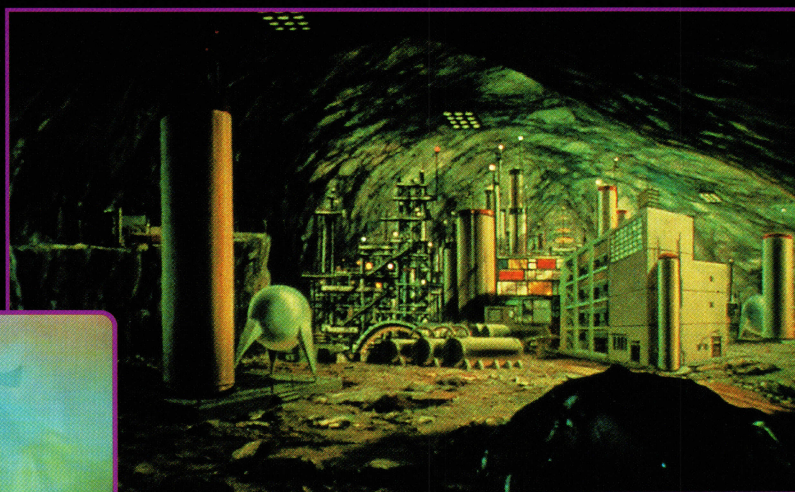
Some planetary mines are on worlds so deadly to humanoid life that the entire settlement's population live deep underground, such as the **pergium** production station beneath the surface of **Janus VI**. Another example is planet **Rigel XII**, the site of a relatively small mining operation harvesting the element **lithium** from beneath the rocky exterior. This planet is designated by **Starfleet** surveys as being a Class-M world, but Rigel XII barely fits into that category with its highly inhospitable, rock-strewn surface and its frequent, fierce storms. Those pioneers who make their



▶ **Research on Psi 2000 must be conducted in protective clothing to avoid infection. Life is grim enough on this frozen planet without the fear of death by virus-induced recklessness.**



▶ **Psi 2000 is the natural environment of an insidious virus that suppresses an individual's inhibitions, leading to eventual death.**



▶ **Rigel XII is a lonely inhospitable planet. In 2266, Ben Childress and other miners attempt to negotiate a deal of lithium crystals for female companions.**

▶ **Janus VI is rich in mineral deposits of pergium, but miners find the planet dangerous until they make contact with the indigenous silicon-based Horta.**



BORN MARTIAN

Earth's hostile neighbors

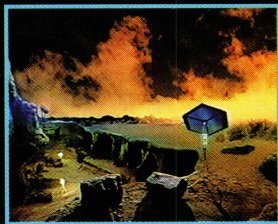
The first planets to be colonized by humans were those closest to their homeworld Earth in the Sol System, the second and fourth planets Venus and Mars. These worlds do not fall within the Class-M designation for humanoid existence, but they were still chosen as likely sites for habitation.

Venus, a hot world with an acidic atmosphere of carbon dioxide and prone to powerful storms, has been the subject of terraforming operations for many years, with the hope of transforming the hellish world into a place more suitable for life. At present, the Federation utilizes the stormy atmosphere as a training tool for Starfleet cadets. Mars, first colonized by humans in 2103, is a barren and arid desert world with frequent dust storms and a thin, chilly atmosphere. The original Martian Colonies were built from complexes of sealed domes and underground bunkers, but like Venus, the terraforming of Mars to make it more Earth-like is a very real possibility.



▶ **The barren surface of planet Mars lies below Starfleet's UTOPIA PLANITIA FLEET YARDS where the legendary U.S.S. ENTERPRISE NCC-1701-D was built in the mid-24th century.**

▼ The firestorms on **Bersallis III** can reach temperatures of up to 300 degrees centigrade, with winds over 200 kilometers an hour.



▶ **Omicron Ceti III's** berthold rays are neutralized by the spores of flowering plants that infest colonists, but also stagnate the intellect.

homes here are typically hardened and dedicated types.

Ongoing scientific research is another reason to build a settlement on a hostile world. For example, Federation scientists studying the solar activity of the star **Bersallis III** are forced to endure a series of deadly firestorms that occur every seven years on the third planet in the system, caused by stellar particle emissions in the atmosphere; these storms threaten the colony and all its inhabitants. The icy world of **Psi 2000** supports a colony observing the gradual geological disintegration of the planetoid, although the colonists are killed by a fatal virus outbreak in 2266 before the breakup takes place.

The Guide to the STAR TREK Galaxy

FILE 4 CARD 1A

COLONIES ON HOSTILE WORLDS



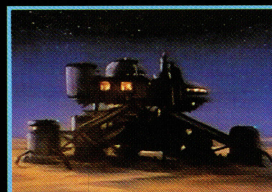
On some hostile worlds, the colonists are able to adapt to the local hazards, although this can sometimes cause even more problems than it solves. On the seemingly idyllic Class-M world of **Omicron Ceti III**, a planet bathed by deadly **berthold** radiation waves, an agricultural colony survives thanks to the parasitic infestation of local plant spores, which alters their physiology to cope with the environment.

In a different fashion, a community of human colonists on **Tau Cygna V** are able to adjust to the high levels of **hyperonic**

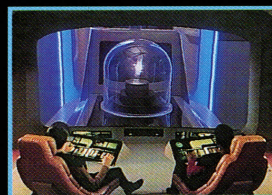
radiation in the atmosphere over time, although along the way many of their number die.

Creating new worlds

In a few cases, advanced technology can lend a hand in a process known as terraforming, which involves the radical alteration of a planet's geology and atmosphere, making it more suited to humanoid living. This is achieved through such means as the introduction of genetically engineered algae to create oxygen, the melting of polar ice caps, and the use of orbital mirrors to raise the atmospheric temperature.



▶ **Velara III** is the object of terraforming in 2364, until it is discovered that the planet is already inhabited by sentient life.



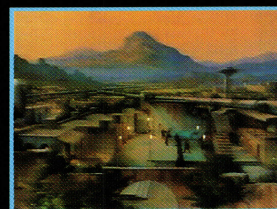
▶ **Velara III** is the home of subsurface crystalline life forms called **microbrains**, who request a quarantine.

Colony worlds using this process include Venus in the Sol System, **Blue Horizon**, and **Velara III**. It should be noted that terraforming on Velara III is halted after intelligent life forms are discovered below the surface. On planets such as **Tyrellia**, which houses a Federation colony despite having no atmosphere or

GALAXY FACTS

▶ Starfleet's Terraforming Command division actively uses planetological engineering and advanced technologies to gradually alter the atmosphere of hostile worlds to ones comparable to Class-M planets.

▶ Most humanoid life forms evolve on Class-M worlds similar to Earth, humans can also flourish, but given the right conditions, on Class-K planets with their thin atmospheres, and dry, arid Class-H worlds.



▶ **Tau Cygna V** is an irradiating desert world; despite this it is colonized illegally by Federation members.

magnetic pole, even terraforming cannot change the environment, and only the dedication of the colonists can help them to survive there.

INCARCERATION INCLINATION

Prison planets

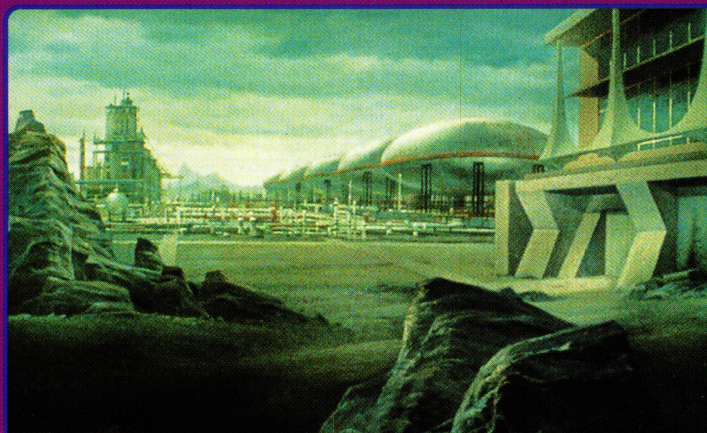
Some colony worlds are specifically chosen for their hostile environments to act as an additional line of defense. They are a powerful deterrent to anyone who might venture outside the main colony complex. Planets such as **Elba II** and **Tantalus V** in Federation space, and the Klingon planetoid **Rura Penthe** are used as penal facilities for dangerous criminals and mentally unstable individuals. **Elba II** is one of the few colonies used as an asylum for the criminally insane. This facility is on a world with a highly toxic atmosphere that is poisonous to most humanoid life; any excursions on the surface must be conducted in environment suits, or death will result. The **Tantalus V** penal colony, protected by a transporter-proof forcefield, does not have as deadly an environment as **Elba II**, but its barren surface and distant location are equally unwelcoming. The concept of using the planet's atmosphere as an extra 'fence' is taken to the extreme on **Rura Penthe** in the Klingon Empire, where the desolate surface promises an icy death to anyone who escapes the penal mines.



▶ Captain James T. Kirk and Mr. Spock pay a visit to the institution on **Elba II**; inmate **Garth of Izar** introduces himself as the warden, **Governor Cory**.



▶ **Rura Penthe** is the icy home of the Klingon prison camp known as the "alien's graveyard;" inmates provide forced labor for **dilithium** mining.



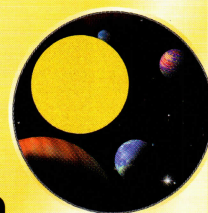
▶ **Tantalus V** is an evolved prison, considered more a hospital for ailing minds.



STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 1B



STAR SYSTEMS

HOSTILE PLANETARY CONDITIONS

Throughout the Galaxy there are many worlds with atmospheric and environmental conditions that are deadly to humanoid life forms; yet many such planets are home to beings that nevertheless brave these dangers.

Without the operation of advanced weather control systems, such as those in use on worlds like Earth and **Risa**, and planetary geological monitors, every inhabited world must occasionally suffer from hostile planetary conditions, from naturally occurring storms to earthquakes and volcanoes. There are some planets that are endowed with environments so deadly that the beings who live on their surface must take extra precautions just to exist from day-to-day.

Isolation

In some cases, colonies and settlements have chosen to set themselves up on worlds utterly inhospitable to them. On **Elba II**, a planet with a poisonous atmosphere, this situation is

used as a deterrent to the inmates of a **Federation** mental asylum. On **Moab IV** the harsh environment is seen as a deterrent to outsiders. The population of the so-called **Genome Colony** on Moab IV construct their settlement in 2168 in order to pursue their own genetically perfect society, living in relative harmony with the deadly conditions outside their colony domes.

Tremors and toxicity

As well as toxic atmospheric conditions, many planets are also subject to powerful geological forces beyond their immediate control. Earth tremors and volcanic eruptions are the most common, but some planetary ill effects can be even more extreme.

Examples of geologically unstable worlds include

Ligos VII, a volcanically active planet that almost claims the lives of a **Starfleet** science team in 2369, when they become trapped on the surface after a particularly violent eruption.

Another **Alpha Quadrant** planet with a similarly active

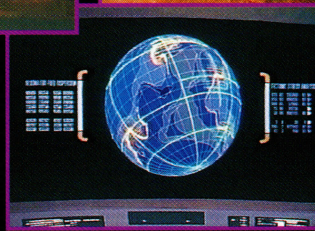
Moab IV is a harsh and isolated planet chosen by a group of humans to create a utopian society for genetically enhanced humans.



Drema IV is the fourth planet in the Selcundi system. It has huge deposits of dilithium, formed in lattices, which have created tremendous tectonic instability.



The toxic atmosphere on the surface of the inhospitable Federation planet Elba II cannot sustain any life forms, and metes out consequences even more severe than the penal colony it houses.



The geological instability on Drema IV, viewed on-screen, can be neutralized by launching resonator probes from the U.S.S. ENTERPRISE NCC-1701-D.

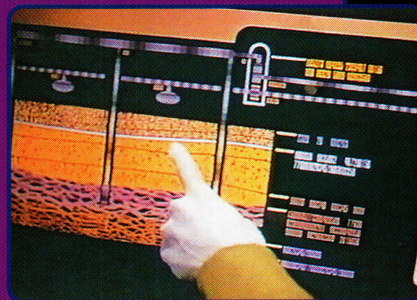
MATRIX MAKE-OVER

Weathering the storms

In order to blunt the effects of a harsh environment, many populated planets use a matrix of weather control systems, often known as a modification net. Such a technology is in use on Earth, detecting and neutralizing any potentially hazardous weather conditions before they can fully form, such as tornadoes or hurricanes. Other worlds such as the **Caldos Colony**, and the resort of **Risa** operate weather control matrices all year round.

The failure of these networks, however, through malfunction or deliberate action, can cause planet-wide disruption. An error in the **Caldos** network in 2370 creates a dangerous feedback loop with the **U.S.S. Enterprise NCC-1701-D** when the starship attempts to render assistance. Sabotage of the **Risan** weather modification net, caused by the **New Essentialists Movement** in 2373, quickly reduces the resort's tropical environment to a quake-prone, storm-tossed one. A weather control matrix can also assist planets that have recently suffered gravitational anomalies and climactic changes, as is the case with **Hekaras II** which is so equipped after an orbital shift on Stardate 47310.2.

The U.S.S. ENTERPRISE NCC-1701-D is contacted by the Caldos colonists for assistance when their weather control matrix malfunctions.



The pleasure planet Risa was a rainy, geologically unstable planet before its weather control system was made operable.



The Federation settlement Caldos is terraformed in 2271 after the Scottish Highlands. Its weather matrix is electronically controlled.



GALAXY FACTS

- ▶ The use of the medical compound tri-ox can assist some humanoids to survive on planets with low oxygen-content atmospheres, such as the Class-M world Vulcan, and many Class-L planets.
- ▶ Humanoids can safely live on Class-K planets by using pressure domes and life support system.

mantle is the non-aligned world of **Drema IV**, fourth in the **Selcundi Drema Systems** and home to a pre-warp, pre-**First Contact** humanoid civilization. Drema IV possesses an unusually large amount of the element **dilithium** in its rocky crust, and the naturally formed lattices created by the abundant crystal converts the heat of the planet's molten core into powerful mechanical stresses, fracturing the very structure of the world. Despite Drema IV's protected status under **General Order One** of the **Prime Directive**, on **Stardate 42695.3**, the **U.S.S. Enterprise NCC-1701-D** provides covert humanitarian assistance to the populace by neutralizing the fractures with **resonator probes**.

The *Enterprise* is also involved in an incident

▶ **Bersallis III** has a seven-year cycle of firestorms caused by particle emissions from the planet's sun. The worst of these require evacuation of the colonists.

involving hazardous local conditions on the third planet in the **Bersallis** star system, in 2369.

Trial by fire

On **Stardate 46693.1**, a **Federation** science colony on **Bersallis III** comes under assault from a deadly atmospheric phenomena known as the **Bersallis firestorms**; these storms are created by the interactivity between the atmosphere of Bersallis III and powerful particle emissions from the planet's star. The solar particles cause the ignition of gases in the air to create a wall of fire that literally sweeps across the planet's surface. The Bersallis firestorms can reach

speeds of over 200 kilometers per hour and temperatures of 300 degrees centigrade at their most powerful. The flare activity of the Bersallis star occurs on a regular basis, emitting particle streams once every seven years, but in 2369 the storms catch the colonial population unaware; the *Enterprise* and her crew evacuate the 643 colonists from the outpost, but the incident causes the death of eight Starfleet crew, who remain on the surface to operate a series of **thermal deflector** units.

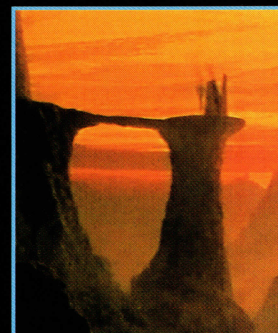
Transformation

As knowledge of geotechnology and planetary sciences continue to grow, and terraforming of hostile worlds continues,

there may come a time when the forces of nature will be tamed and bridled all across the Galaxy. For now, the brave explorers who venture to strange new worlds must strive to understand the alien environments they visit, or run the risk of falling victim to a hostile planet.



▶ The weather station on the **Caldos Colony** picks up disturbances from an unidentified energy source that is causing peculiar weather.



▶ **Vulcan** is a **Class-M** planet, but it is extremely hot and arid, and it has much heavier gravity than Earth.

▶ The **Genesis Planet** experiences accelerated seasons, and is dangerously unstable due to the volatile protomatter used in its creation.

ALPHABET OF PLANETS

Planetary designations

Starfleet crews and Federation observers use a method of letter codings to identify and designate planetary classes for quick and easy reference on astrometric charts and cartographic databases. **Class-M**, for instance, is the term applied to those worlds that are largely suitable for humanoid habitation, with an oxygen-nitrogen atmosphere and a terrestrial surface – Earth, Betazed, Vulcan, and Bajor are all examples of **Class-M** worlds. **Class-L** worlds such as **Indri VIII** are similar, but with oxygen-argon atmospheres, and often little or no indigenous fauna; **Class-K** planets typically possess Earth-like gravity, but little or no atmosphere; **Class-J** planets are gas giants like **Saturn** or **Jupiter**; **Class-H** worlds such as **Tau Cygna V** and **Velara III** are sometimes habitable, but very dry; **Class-D** planets are rocky planetoids with little or no atmosphere, such as **Regula**; and **Class-Y** worlds are commonly nicknamed 'Demon-Class' planets because of their highly toxic, radioactive atmospheres.



▶ **Earth**, in the **Sol System**, is designated a **Class-M** planet. **Jean-Luc Picard** was raised in France on the family vineyards.



▶ A **Class-Y**, or **Demon-class** planet cannot sustain human life forms, and has a highly toxic atmosphere.

▶ This uncharted planet is a **K-type**, or **Class-K**, and is home to thousands of androids and the irrepressible **Harry Mudd**.

The Guide to the STAR TREK Galaxy

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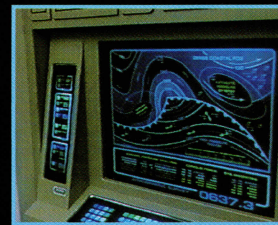
HOSTILE PLANETARY CONDITIONS



STAR SYSTEMS



STAR SYSTEMS





STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4

CARD 35

PLANET 1865-ALPHA



STAR SYSTEMS

An uncharted planet somewhere in the depths of the Delta Quadrant is the site of a catastrophic crash that leaves only four survivors, all Borg: for Seven of Nine, it is a place of terrible memories and dark secrets.

The planet designated by the **Borg collective** as **1865-Alpha** is believed to be situated in the **Delta Quadrant**, close to the borders of Borg-controlled space. A **Class-M** world, 1865-Alpha has approximate Earth-normal gravity, and an atmospheric mix of oxygen, nitrogen, and carbon dioxide breathable to most humanoids. With only one apparent sun, two large moons join the planet in close orbits, which are likely to give the world strong

tidal forces and gravitational effects.

Observed areas of the planet's surface show large areas of flatlands with little or no visible hills, valleys, or mountain ranges. These coupled with the effects of the twin moons, make it likely that 1865-Alpha's flat surface is frequently subject to high winds. The warm atmosphere and clear blue skies with high cloud insure 1865-Alpha has a flourishing spread of native flora and fauna. Flocks of birds or other avian forms are observed roosting in the

taller trees, and on the ground level four-legged animals of a type similar to small bovines are present.

Heavy atmosphere

Much of the planet's surface appears to be woodlands and swamps, with many small lakes and rivers indicating a high water table, and abundant nutrients for plant life. At night, light mist gathers in the swampy zones of the planet, indicating the humid local atmosphere. The marshes are overgrown with tall, spindly trees of several



▲ The flat, expansive surface of 1865-Alpha is luminescent in the dual moonlight. Much of the landscape is marshy and waterlogged.



▲ Two, Three, Four, and Seven of Nine are the only survivors of the crashed BORG SPHERE. The environment is in strong juxtaposition to their Borg technology.

STANDING ALONE

Two, Three, and Four of Nine

On Stardate 53049.2, the former Borg drones Lansom, Marika, and P'Chan assault U.S.S. *Voyager* NCC-74656 crew member Seven of Nine after boarding the starship at the *Markonian Outpost*, in an attempt to break a neural link connecting their minds. As members of Seven's original Unimatrix, the trio implore their former drone-mate to recall hidden memories of an incident eight years earlier, when as Borg they were stranded on planet 1865-Alpha.

The three humanoids are an unwilling triad, their thoughts linked together through the left parietal lobes of their brains, which have become organic versions of Borg interlink nodes. Seven's suppressed remembrance of the crash's aftermath on 1865-Alpha are filled with fear and terror as her child-like pre-assimilation state overtakes her rational Borg programming.

Seven discovers, to her dismay, that she is responsible for their current state, after injecting each of them with a set of reprogrammed Borg nanoprobes to prevent them from escaping. With the assistance of *Voyager's* Emergency Medical Hologram, Seven severs the neural link between Lansom, Marika, and P'Chan, at the cost of drastically shortening their life span, but allowing the trio a few weeks of peace rather than a lifetime in a Borg hive-mind.



▲ The BORG SPHERE crashes into a densely forested region on planet 1865-Alpha.

▼ Seven injects her surviving, and malfunctioning, unimatrix with probes that renew their Borg traits.



Designations 1865-Alpha

Class M

Quadrant Delta

Inhabitants Rudimentary Life Forms

Native name Unknown

Primary System Unknown

Surface Warm, terrestrial

Atmosphere Oxygen/Nitrogen

Moons Two

Features The surface of planet 1865-Alpha is characterized by a largely flat landscape of lush greenery, woodlands, swamps, and an abundance of local flora and fauna. No signs of cities, technology, or other evidence of intelligent life is visible.

Starship log
STAR TREK: VOYAGER
'Survival Instinct'





The Guide to the STAR TREK Galaxy

FILE 4 CARD 35

PLANET 1865-ALPHA



▼ The forestry and foreign noises of 1865-Alpha leave Seven feeling isolated after the other drones have made off into the night and the marshlands.



varieties growing closely together. Some of the trees sport fern-like leaves, and most of them are covered with loose trails of moss and other kinds of fungal growth.

Nothing to assimilate

No intelligent sentient life is apparent on planet 1865-Alpha, and its lack of interest to the Borg indicates that it is unlikely to possess any resources of use to the collective. The only known landing by **Borg drones** on 1865-Alpha occurs in 2369, when an incident aboard

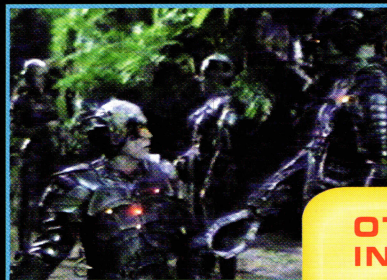
▼ At night, the moss-draped trees and misty swamps lend a spooky atmosphere that easily frightens Seven of Nine's inner child.



▲ 1865-Alpha is a Class-M planet – the newly individual drones could start life afresh in this uninhabited environment.

a **Borg Sphere** causes it to crash-land on the surface, killing all but four members of its crew. The survivors, all members of the Borg operational subset group **Unimatrix Zero-One**, briefly lose contact with the collective, but are later recovered and reassimilated back into the Borg consciousness.

▼ The collective responds to the distress call and reassimilates the four drones; they appear to be the only things considered to be of value on the planet.



▼ Seven of Nine is able to reassimilate the errant Borg drones.



▲ Seven of Nine plays a pivotal role in returning the survivors of her Unimatrix to individuality, years after she reassimilated them on 1865-Alpha.

GALAXY FACTS

▶ The Bajoran female Marika Wilkarah served as a Starfleet engineering officer aboard the *U.S.S. Excalibur NCC-26517* before she was assimilated by the Borg.

▶ The former Borg drones Lansor and P'Chan are members of an unnamed race with a central facial ridge structure similar to that of the blue-skinned Bolians; among the key social traits for these beings are their capacity for forgiveness and their religious beliefs. The Borg designation for their life form is Species 571.

OTHER CARDS IN THIS FILE...

- 3 HANON IV
- 8 BRIORI HOMEWORLD
- 10 TAROK
- 22 THE NEKRIT EXPANSE
- 26 'GRAVITY' PLANET

SEE OTHER FILES...

CHARTING THE GALAXYFile 3
OTHER GROUPS AND RACES...File 18
U.S.S. VOYAGER NCC-74656...File 29
STAR TREK: VOYAGER.....File 71

BREAKING FREE OF THE COLLECTIVE

Isolated assimilators

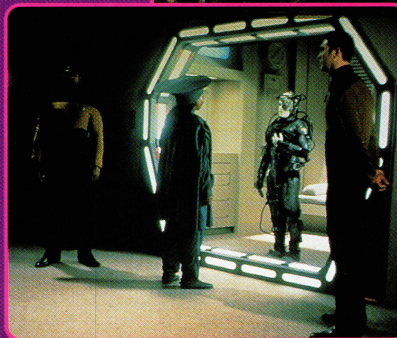
Seven of Nine, the Borg drone formerly known as Annika Hansen, was not the first member of the cyborg collective to become detached from the vast mechanical group mind. The Federation's First Contact with an isolated Borg occurs in 2368, when a landing party from the *U.S.S. Enterprise NCC-1701-D* recovers the drone designated as Third of Five, from the wreck of a scout ship on a planet in the Argolis Cluster. Taking the name 'Hugh,' the adolescent drone develops a sense of individuality thanks to the *Enterprise* crew, and is later released back to the collective. Hugh's influence causes several other Borg to split from the group mind, and later join the renegade android known as Lore.

In addition to Seven and the other members of her Unimatrix encountered in 2374, the crew of the *U.S.S. Voyager NCC-74656* cross paths with separated Borg on other occasions during their journey through the Delta Quadrant, including the Borg Cooperative in 2373, and a Borg cube crewed by immature drones in 2376.



▲ Hugh is nearly used to destroy the Borg collective by implanting him with an invasive program, but this plan is vetoed as unethical by Captain Jean-Luc Picard.

▶ The evil and ego-driven android Lore claims to give a sense of purpose to the Borg rendered aimless by Hugh's permeated sense of individuality.



▶ Guinan, the El-Aurian listener, confronts young Hugh and makes him listen to her – the Borg nearly wiped out her race in the late 23rd century.



FILE 25 U.S.S. ENTERPRISE NCC-1701-D

SHIP:

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:

LIFE SUPPORT SYSTEMS

An extended period of potentially hazardous exploration requires sophisticated life support systems to service the crew. They also allow a vast range of environmental conditions to be safely recreated within the confines of the ship.

Vessels such as *U.S.S. Enterprise NCC-1701-D* feature a significant number of major improvements over previous starship designs. This also includes important changes to less obvious but equally vital functions designed to sustain the lives of the ship's crew through the hostile conditions of space. One of the most important systems within any starship is life support and environmental control, and the *Enterprise* features a multiple-redundant atmospheric system designed to generate, recycle, and maintain habitable conditions within the ship.

The self-contained atmospheric system represents the primary life support function, although there are a number of other systems that help maintain the existence of the **Starfleet** crew serving aboard the ship. Primary life support is comprised of two parallel systems, each serving as a permanent back-up to the other, and including links to synthetic gravity generation through a series of deck-mounted units, the generation of breathable air, direct connection to the **EPS** conduits to provide constant heat and lighting, and also the water and waste distribution network. Each of the two primary life support systems are also connected to the reserve utilities distribution network that can provide a limited supply of critical consumables such as air, power, and water, although the design of the *Galaxy*-class life support systems makes the simultaneous collapse of both primary systems extremely unlikely – the bridge atmospheric support systems themselves feature seven independent safety interlocks, making total life support failure virtually impossible.

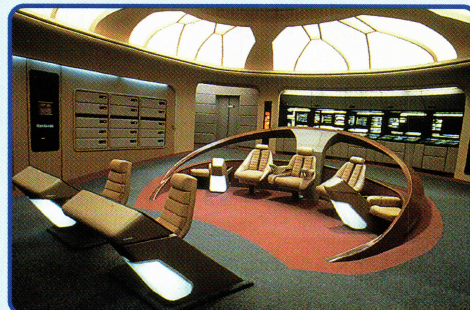
Environmental extras

Major life support equipment facilities are located in the **saucer section** on Decks 6, 9, and 13, while the engineering hull can be independently serviced via systems on Decks 1, 21, 24, and 34. During normal flight conditions all life support facilities form the same system, although the tactical advantage of separated flight mode requires fully independent units to operate with the same redundant safety features in both sections of the vessel. Severe damage to one part of the *Enterprise* may leave the commanding officer with little option but to evacuate the entire crew to the less damaged part of the ship, although this is a worst-case scenario decision. In addition to the primary and back-up systems, contingency atmospheric supply modules are located at most corridor junctions that can provide a breathable atmosphere for up to 30 minutes in a major

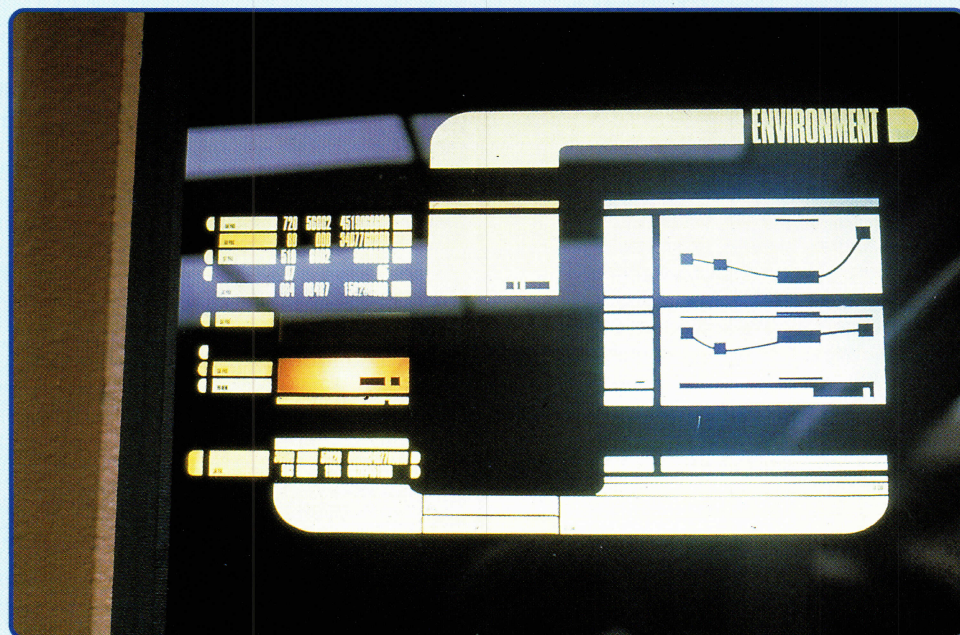
system-wide failure and allow the crew to reach the nearby contingency shelters.

The *Galaxy*-class design has 52 emergency shelter areas located throughout the habitable volume of the vessel, with each shelter having a maximum capacity of 65 crew members. Assuming a minimal level of life support, these shelters can sustain their occupants for up to 36 hours, and receive priority life support from a series of dedicated protected utilities trunks so that they can remain habitable even in the event of catastrophic systems outages in other parts of the ship. In the event of the exterior atmospheric systems completely failing, the shelters also contain independent emergency breathing gas, water, food, and power supplies that can maintain life for a further 24 hours, and also contain a minimum of two emergency pressure garment environmental suits allowing movement through compromised sections of the ship. The *Galaxy*-class design is extremely resilient and can withstand a high level of damage before the loss of containment. Excepting cases of large scale explosive decompression – such as a multiple deck hull breach – even a severe atmospheric supply

The reclusive Paxans employ a biochemical stasis field that breaches the ENTERPRISE's environmental controls and renders the crew unconscious when they attempt to pass through the Ngame nebula.



The bridge of the U.S.S. ENTERPRISE NCC-1701-D is one of the most secure areas on the entire ship; it features no less than seven independent environmental interlocks to prevent loss of life support.



A dedicated environmental systems console is located on the bridge of the U.S.S. ENTERPRISE. This allows the senior staff to monitor the atmospheric and environmental conditions throughout the ship from the confines of Deck 1.





FILE 25 U.S.S. ENTERPRISE NCC-1701-D



▲ **Life support systems are also able to detect anomolous readings within the ENTERPRISE; in 2365, a fire lit by Bringloidi colonists is swiftly extinguished.**

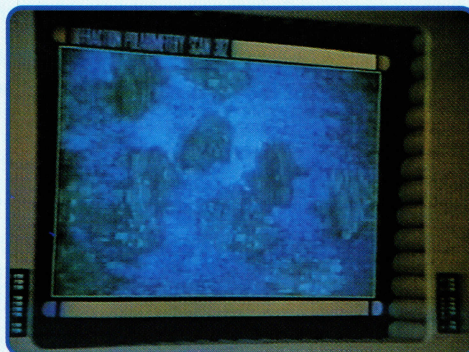
failure is expected to permit upward of 50 minutes for evacuation of personnel to designated shelters, and those crew working in areas where life support has been lost will make use of environmental suits to carry out repair duties.

Quality of air

The atmospheric system generates and regulates a **Class-M** compatible oxygen-nitrogen atmosphere throughout the habitable volume of the starship, with a series of plenums built into the interior bulkheads of the ship that deliver temperature and humidity controlled environmental gases from two independent primary atmospheric systems. Designed to operate as a contained environment, the entire atmospheric life support system relies on the recycling of expelled gases from the crew in order to generate breathable air and maintain the environmental balance within the ship. Photosynthetic processing removes carbon dioxide from the exhaust gases vented back to the processing units via the return network, and replenishes the oxygen content before passing the unfinished fresh breathing mixture to particulate filtration units. The temperature and humidity of the breathing mixture is also regulated at this point and passed on to the distribution network, linking to the reserve processors via a series of network cross feeds that guarantee the all-important redundancy of the environmental systems.

Under normal cruise mode conditions, operational rules specify a 96 hour duty cycle for processing modules whereby the entire atmospheric processing load is automatically swapped from one primary system to the alternative primary system, although it is possible to switch partial sections of the systems if required. Additional control over the two primary systems is provided by the ability to reroute breathing atmosphere between individual processors, allowing an even higher degree of safety through these redundant back-up swapovers.

The reserve atmospheric system is a third level of back-up, providing up to half of nominal system capacity for up to 24 hours in the unlikely event of both major elements failing. Sharing the same plenum distribution system as the primaries, the reserve system operates by continual computerized system analysis which allows any damaged plenum sections or processors to be isolated and removed from service while repairs or maintenance can be



▲ **One of the biggest threats posed to the environmental and life support controls occurs in 2366, when Nanites infuse a number of the ENTERPRISE's systems.**



▲ **Counselor Deanna Troi requires a unique aquatic environment in 2370, when Barclay's Protomorphosis Syndrome severely affects her Betazoid physiology.**

▶ **The D'Arsey Archive that the ENTERPRISE encounters in 2370 is able to transform the starship's interior environment to match its own specifications.**

carried out. Under normal conditions the crew within the vessel should notice no interruption in life support as these various systems swap between each other, although localized failures of environmental systems are not unknown, and the control of the atmospheric systems by possible threatening forces can be used to considerable effect during the occupation of a vessel.



▲ **The Nanites are able to alter the environmental systems aboard the ENTERPRISE in order to create an atmosphere that is toxic to the crew.**



▲ **The Solanagen-based life forms that infiltrate the ENTERPRISE in 2369 attempt to create an environment suitable for their own species to exist in.**



SPECIAL CIRCUMSTANCES

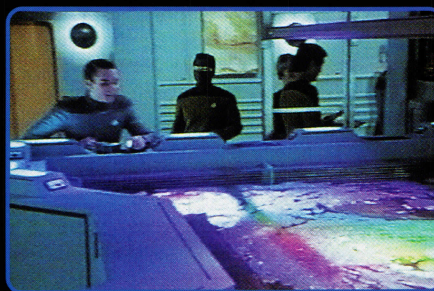
Creature comforts and necessities

Since its launch in 2363, the *U.S.S. Enterprise NCC-1701-D*, while under the command of Captain Jean-Luc Picard, has been on a mission of exploration and diplomacy. In matters of Galactic diplomacy, a great deal of adaptability is required from the crew and the ship itself. This is evident in the preparations for one such occasion in Stardate 43917.4, as stated in the captain's log, "The *Enterprise* has been given the singular honor of hosting the first meeting between the Federation and the mysterious race known as the Legarans."

After 93 years of negotiations, the protocol-adhering Legarans are prepared to ratify a treaty with the United Federation of Planets, and the ship, in orbit above Legara IV, is outfitted to facilitate their dignitaries with every homeworld comfort possible. This includes the design and construction of a private, purpose built pool which contains a golden-brown viscose like fluid; it can be compared to the mud baths and jacuzzis found on earth.

▶ Clear as mud

Ensign Wesley Crusher looks into the depths of the pungent Legaran pool aboard the *U.S.S. ENTERPRISE NCC-1701-D* with wonder. He and Lt. Commander Geordi La Forge can only speculate why the unseen Legarans enjoy or need it.





STATION:

DEEP SPACE NINE

SYSTEMS:

AUTO-DESTRUCT SYSTEM

Like many space-faring constructs, *Deep Space Nine* has the ability to self-destruct if the crew find themselves facing a no-win situation.

Since 2369, *Deep Space Nine* has been equipped with a two-stage auto-destruct system. The first stage was designed by the **Cardassians** when they built the station; the second was installed by **Starfleet** after they took control of the facility. The aim of the combined system is to prevent the station from falling into enemy hands, and to completely destroy any valuable components or data that could be of use to an enemy.

The Cardassian-designed system works by

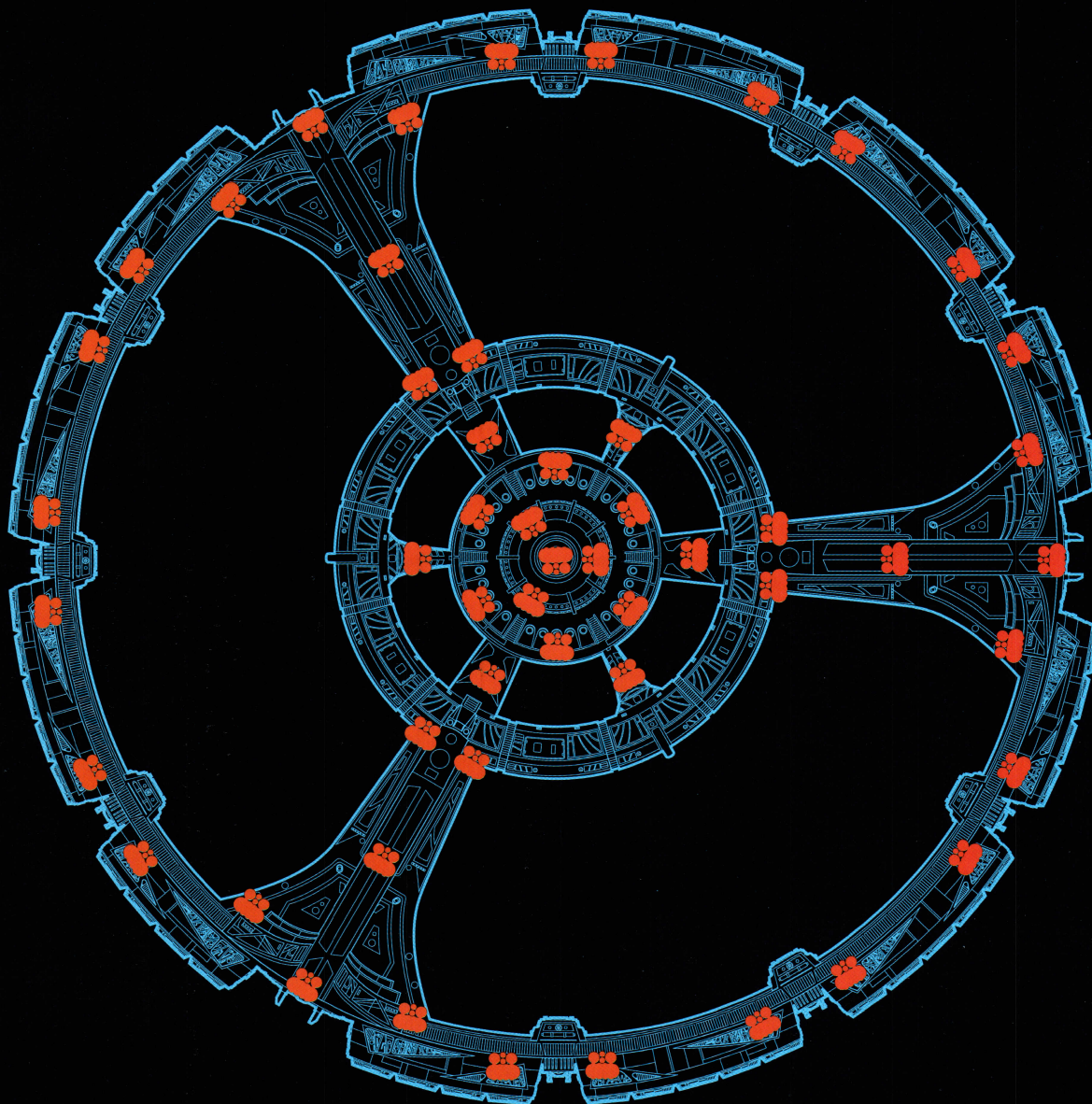
initiating a deliberate overload of the fusion generator at the bottom of the station, thereby causing an enormous explosion that would destroy the entire station. This is the equivalent to a **warp core** breach on a starship.

Utter destruction

The overload would be caused by massively increasing the flow of **deuterium** to the fusion reaction chambers, and channeling additional electroplasma energy into the **laser-pulse**



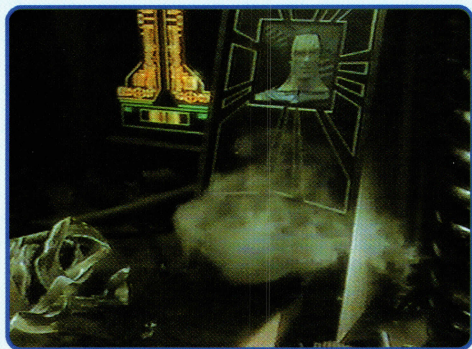
Chief Miles O'Brien must prevent the effects of the counter insurgency program from initiating DEEP SPACE NINE's auto-destruct sequence in 2371.



Systems to facilitate the complete destruction of DEEP SPACE NINE are spread at regular intervals throughout the entire structure of the station, from the central core, out through the habitat ring, and the docking ring. These insure that every component of any worth to a hostile force is obliterated in the event of the auto-destruct sequence being activated by the station's senior officers.



FILE 27 DEEP SPACE NINE



▲ **The station's original Cardassian guardians ensured that the auto-destruct sequence would activate if TEROK NOR's commander deserted his post.**

detonators that initiate nuclear fusion. When this happens, the lasers would automatically adjust to fuse all the available deuterium, and within a fraction of a second the amount of energy released by the reactor would rise exponentially.

All the energy will then be routed back into the system. The built-in safety systems respond to the EM feedback by constricting the safety forcefields in an attempt to contain the reaction, but before long the energy generated will overwhelm the structural and field containment. Once the safety fields have failed, the generator will explode. The expanding shockwave will then fuse all the remaining deuterium in the storage tanks, effectively turning the lower core into a massive nuclear fusion chamber. The amount of energy released will be so great that it will then pull the station apart, and even vaporize a significant portion of the debris. In theory, the explosive yield would be just short of 12000 isotons, the equivalent of roughly 780 photon torpedoes exploding at once.

Additional warheads

Starfleet has enhanced the original auto-destruct system by installing a number of matter-antimatter ordnance packages in locations around the station. These are effectively large photon torpedoes, and are designed to ensure that no classified data or equipment survives the explosion caused by the fusion reactor overload.

The ordnance packages are set to detonate fractionally after the fusion generator fails, because it has been calculated that if they were to detonate at exactly the same time, the shockwave they generate would actually lessen the effect of the initial explosion. The combined effect of the two systems should ensure that the entire station is completely vaporized.

If for some reason the fusion reactor cannot be overloaded, the ordnance packages are powerful enough to break the structure of the station up, though they will not generate sufficient energy to entirely vaporize it.

Starfleet has also reconfigured the station's defensive shield generators so that, when the final auto-destruct sequence is activated, the electromagnetic density of the graviton field surges, containing the explosion and concentrating all the destructive force on the space station.

The Cardassian-designed system is not entirely foolproof. Infact, when an old Cardassian program initiated the auto-destruct



▲ **The lower reactor core is integral to the auto-destruct sequence aboard station DEEP SPACE NINE; it is here that the deuterium storage tanks are contained.**

system in 2371, the station's **Bajoran** and Starfleet personnel successfully counteracted it.

There are two ways of interfering with the fusion reactor overload. The first is to manually disengage the laser-pulse detonators. In this case, although deuterium would be fed into the reaction chambers it cannot be fused with the helium atoms in the chamber and, consequently, no fusion reaction will take place.

Destruction averted

An alternative approach, which is employed by **Commander Benjamin Sisko** in 2371 is to redirect the explosive force of the reactor overload into the station's deflector shield. This redirects the explosion into space instead of into the station, and prevents the bulk of the deuterium in the storage tanks from being converted into energy. Once the reaction passes a certain point, the reaction chambers simply shut down, leaving the station completely undamaged.

Under the Cardassians, the auto-destruct system could be activated by the station commander or by a **counter-insurgency computer program**, which was designed to activate itself if the Bajoran slave labor force revolted and took control of the station.

In both cases the computer initiates a

countdown before activating the final auto-destruct sequence. This allows the Cardassians to abandon the station and offer any insurgents the opportunity to surrender.

In theory, during the countdown, the commanding officer could deactivate the auto-destruct system. In practice, however, it appears the **Cardassian High Command** have programmed the computer to respond according to the circumstances. If, for instance, the commanding officer appears to be deserting his post, his command codes are rescinded and the system will no longer accept his instructions.

Since Starfleet has taken control of the station, all of the Cardassian programming has been deleted and replaced with new software. Because Starfleet shares the administration of *Deep Space Nine* with the Bajorans, the auto-destruct system can now only be activated when it receives a command from both a Starfleet and a Bajoran officer.

Final countdown

Under normal circumstances, the system can be activated by Starfleet officers assigned to the station who hold the rank of chief of operations or above, and any Bajoran security or command personnel above the rank of lieutenant. The computer system constantly monitors the station personnel so that it is aware of the chain of command and can compensate for any casualties.

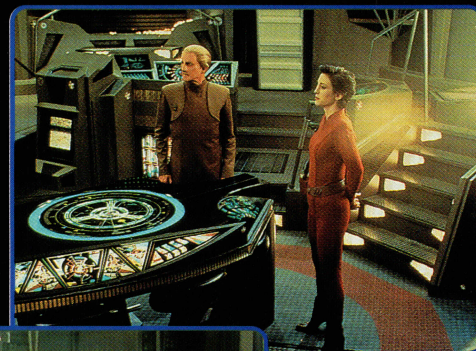
When the auto-destruct system is activated, the officers involved must give their authorization codes and specify the length of the countdown prior to destruction. Once the command has been accepted, a warning is sounded throughout the station, indicating the amount of time until the final explosion. Starfleet anticipates that there will always be enough time for personnel and civilians to evacuate the station. Infact, in most projected scenarios civilian personnel will have left the station long before any conflict that would make it necessary to destroy the station.

SISKO 197

Ops inoperable

The complete destruction of the station is not the only method by which confidential information may be prevented from falling into enemy hands. In 2373, following the departure of Starfleet officers from *Deep Space Nine*, and prior to the arrival of Dominion forces, Major Kira Nerys initiates computer program Sisko 197 which disables every system within the station. The effects of the program can be seen most dramatically in Ops, where energy bursts in searing arcs from all of the command center's consoles.

▶ **Sisko 197 causes terrible damage to DEEP SPACE NINE's most important systems.**



▲ **Major Kira initiates the Sisko 197 computer program by issuing a simple verbal command to the computer. Moments later, the Dominion board the station only to find the devastation.**





Delta Quadrant Ships:

Encountered by the U.S.S. VOYAGER NCC-74656

CAATATI VESSELS

STARBOARD VIEW

DORSAL VIEW

FORE VIEW

AFT VIEW



▲ The Caatati were once a proud race; they are ashamed that they must now beg for assistance from other species after the Borg attacked them.

The **Caatati** fleet, some of which is encountered by the **U.S.S. Voyager NCC-74656** in 2374, is comprised of 30 ships, and just a few thousand people – the last remnants of a civilization that has been subjected to assimilation by the **Borg**.

The first **Caatati Vessel** that intercepts *Voyager* is damaged, but functional. Its energy emissions are low, and as such it is probably not capable of achieving warp speeds. A significant proportion of the Caatati fleet is later encountered by the **Starfleet** vessel, all of which require **thorium isotopes** as a means of remaining functional.

STARSHIP LOG: 'DAY OF HONOR' [VOY]

KRADIN FIGHTERS

Commander Chakotay of the **U.S.S. Voyager NCC-74656** witnesses two simulated **Kradin Fighters** passing over a dense forest while he is held within a **Vori photometric simulation** in 2374. The vessels are traveling at low altitude on a mission to "nullify" a Vori village that the commander has just departed.

STARSHIP LOG: 'NEMESIS' [VOY]



◀ The **Kradin** may appear to be a terrifying species, but they are not, in fact, Chakotay's enemy; it is the **Vori** that pose a threat.



▲ The **KRADIN FIGHTERS** are compact vessels. They carry enough weapons to level a **Vori** settlement.

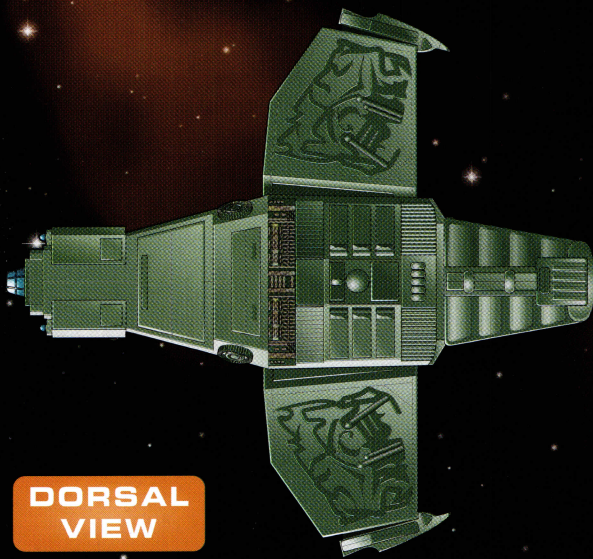
Delta Quadrant Ships: Encountered by the U.S.S. VOYAGER NCC-74656



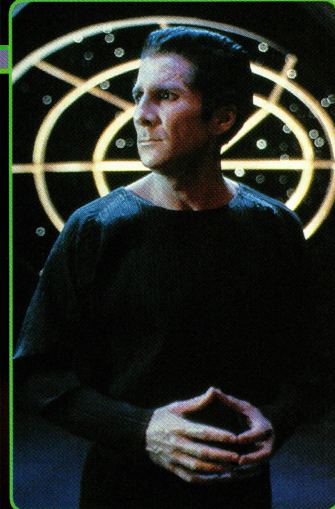
SEROSIAN VESSELS

The **Serosians** are a humanoid species who employ **isomorphic projections** aboard their vessels in order to undertake duties that would be hazardous to organic life forms. In 2374, one such projection – **Dejaren** – murders the crew of his ship eight months after departing the planet **Seros**. The vessel is left adrift in space with erratic energy readings, and no propulsion or main power. **Lt. B'Elanna Torres** and the **Doctor** succeed in repairing the vessel, and later manage to deactivate Dejaren after learning of his homicidal tendencies.

STARSHIP LOG: 'REVULSION' [VOY]



DORSAL VIEW



▲ **Dejaren is a HD25 isomorphic projection who slaughters the crew of a SEROSIAN VESSEL in 2374.**

B'OMAR VESSELS

DORSAL VIEW

Three **B'omar Vessels** travel alongside the **U.S.S. Voyager NCC-74656** in 2374 as the crew attempt to negotiate a route through their space. This peaceful encounter becomes somewhat more explosive, however, when **Seven of Nine** departs *Voyager* aboard a shuttle and heads into **B'omar** space while tracking a **Borg resonance pulse**. Seven encounters a fleet of B'omar ships – and while she passes through them unscathed, she leaves five B'omar adrift and heavily damaged.

STARSHIP LOG: 'THE RAVEN' [VOY]



▲ **Representatives of the B'omar are invited aboard the U.S.S. VOYAGER NCC-74656 in order for the crew to negotiate safe passage through their space. After much deliberation, the B'omar offer the Starfleet vessel an incredibly erratic route.**

STARBOARD VIEW

S.S. RAVEN NAR-32450

DORSAL VIEW

The **S.S. Raven NAR-32450** is a **Federation** research vessel used by **Magnus** and **Erin Hansen** to track the **Borg** in the 2350's. The wreck of the *Raven* is found partially assimilated on a **Class-M** moon in **B'omar** space in 2374 by **Seven of Nine** and **Lt. Commander Tuvok**.

STARSHIP LOG: 'THE RAVEN' [VOY]



▲ **The wreckage of the S.S. RAVEN NAR-32450 sustains further damage after B'OMAR VESSELS fire upon it from orbit in 2374.**

STARBOARD VIEW

Lt. Carolyn Palamas

Offered power, worship, and eternal devotion, Lt. Carolyn Palamas becomes the inadvertent lynchpin in a struggle between the *U.S.S. Enterprise NCC-1701* crew and a vengeful god.

OTHER CARDS IN THIS FILE...

19 BEN FINNEY
25 DR. ANN MULHALL
98 LT. KEVIN RILEY
99 DR. HELEN NOEL

SEE OTHER FILES...

CHARTING THE GALAXY....File 3
STAR TREK:
The Original SeriesFile 68

Lt. Carolyn Palamas is a member of the *U.S.S. Enterprise NCC-1701*'s science division. Her specialization is colloquially known as **A & A** – Archaeology and Anthropology – but, like many other mission specialists, she is expected to participate in a wide range of duties, including the day to day analyses of planetary surveys. A dedicated and conscientious officer, she has been known to stay awake all through her off-duty shift in order to have reports submitted ahead of schedule.

Her efficiency provides an intriguing contrast with her distracting appearance. Violet eyed, with blonde hair worn in an elegant upsweep, her beauty-pageant looks might well be expected to win her rivals among the female crew, while attracting more friends among the men than she can handle. She disarms people's expectations with her open and friendly manner, and is equally popular with all her crewmates.

Montgomery Scott, the *Enterprise*'s chief engineer, is the lucky man who comes to the attention of Palamas, and he quickly comes to develop a budding affection for the young

anthropologist. The two begin seeing each other casually, but any progress is interrupted by an unusual development.

Return to Olympus

The *Enterprise* is stopped while mapping the **Beta Geminorum** system on **Stardate 3468.1**, and held fast by what appears to be a gigantic hand floating in space. A vast, humanoid head appears before the ship, and claiming to know humanity of old, tells the crew to rejoice, for they are once again reunited with their ancient gods. **Captain James T. Kirk** denies belief in the old Olympian gods, and demands the release of his ship. The humanoid male who presents himself as **Apollo** grows angry, and demands that the captain beam down to the planet they are orbiting, with representatives of his crew.

Only after threat of death, Kirk beams down to **Pollux IV** with a landing

party of **Dr. Leonard McCoy**, **Ensign Pavel Chekov**, **Chief Engineer Scott**, and **Lt. Palamas**.

★ Beam of light

Lt. Palamas transports down with the landing party to Pollux IV in 2267.

STUDIO SIREN



★ Man at arms

Lt. Carolyn Palamas and Ensign Pavel Chekov prepare to defend themselves against the wrath of Apollo.

★ Apple of Apollo's eye

Carolyn finds she is worthy of godly attention – especially from the adonis Apollo.

PROFILE ON PALAMAS

NAME: Carolyn Palamas

LIFE FORM: Human female

RANK: Lieutenant, serving as an **A & A** [Archaeology & Anthropology] officer aboard the *U.S.S. Enterprise NCC-1701*.

REMARKS: Initially under the apparent thrall of Apollo, Palamas nevertheless, at great personal risk, incurs his wrath and causes him to exceed the limits of his powers, allowing the *Enterprise* crew the opportunity they require in order to defeat him.

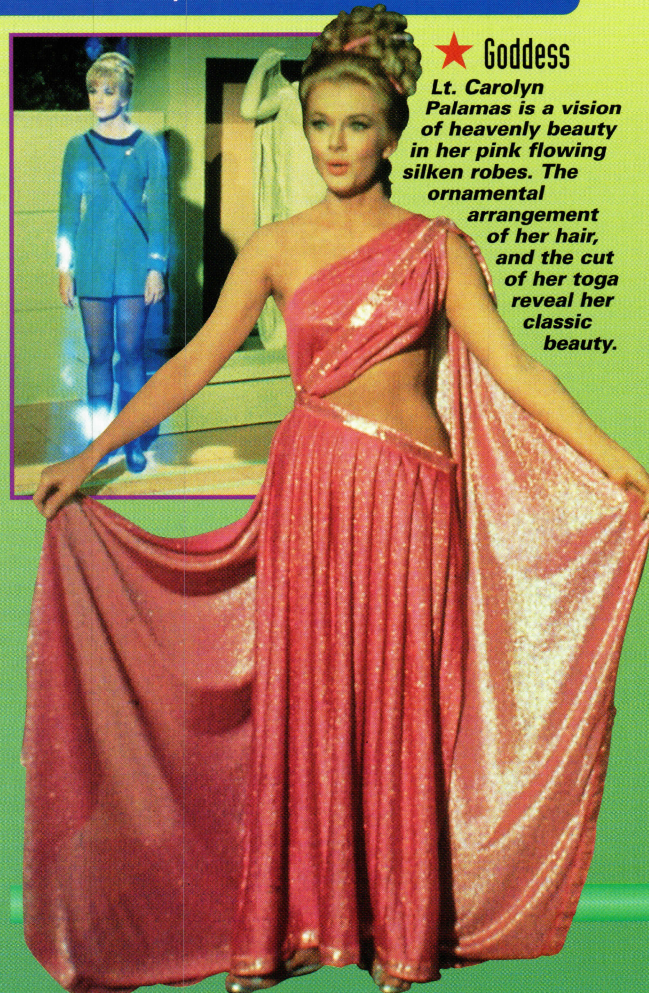
STARSHIP LOG: 'Who Mourns For Adonais?' (TOS)



▲ **Lt. Carolyn Palamas combines her passion for archaeology and anthropology with romance when she meets Apollo. She later chooses to cast aside these magnetic interests in favor of duty and her fellow crew members.**

★ Goddess

Lt. Carolyn Palamas is a vision of heavenly beauty in her pink flowing silken robes. The ornamental arrangement of her hair, and the cut of her toga reveal her classic beauty.



Lt. Carolyn Palamas

★ Proposal

Palamas entrances Apollo, and he decides that he will choose her as his wife from among his new subjects.

"Love you? Be logical. I'm no simple shepherdess you can awe. I could no more love you than I could love a new species of bacteria!"

— Palamas to Apollo

Apollo greets them in an idyllic glade in front of a pristine Greek temple.

Palamas's appearance is greeted with delight by Apollo, who states that Earth was always the mother of the most beautiful women in the universe, and that, at least, has not changed. He regards her clothing as unflattering, and with a sweep of his hand, he attires Palamas in garments he deems more fitting to her appearance. Her blue science division uniform is replaced by an elaborate and revealing variation on a floor-length toga in a pink metallic fabric — the effect is both elegant and provocative. Her hair is arranged into a complex structure, and tied in place with a pink ribbon, all in a moment.

Unearthly fascination

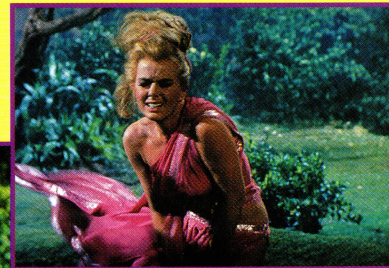
Palamas appears bedazzled by this attention, and is fascinated with Apollo from the outset. He is an outstandingly attractive man, but her degree of infatuation seems inappropriate, considering the circumstances and her professional training. Given the range of powers he openly displays, it is not an unreasonable supposition that Apollo's legendary prowess with the opposite sex can be attributed as much to subtler powers, possibly psionic or pheromonal influences, as it can to his physical appeal.

Palamas agrees to go to speak with Apollo in private. Her reasons at this point are professional, despite her undoubted interest in him; she wishes to gather information. Under her probing, he admits that he and his old companions were highly technologically gifted aliens who landed on Earth 5000 years ago,



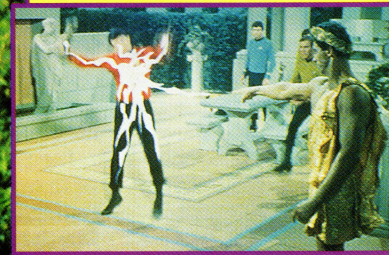
★ Lying lover

Carolyn is convinced by Captain James T. Kirk that she must abandon her lover for the greater good of her colleagues.



★ A change of heart

Palamas tells Apollo that she does not love. The enraged god responds by conjuring a tempest.



and, because of their vast powers, were worshipped as gods by the natives, giving rise to the Olympian myths. Humanity withdrew its faith in the gods over centuries and one by one, the aliens surrendered their existence, listless without their corporeal devotees, diffusing themselves upon the winds until their essence was completely dissipated. Of them all, only Apollo survived, waiting, confident that humanity would reach the stars, and return to their old gods.

As he speaks, he draws her closer, and the conversation becomes more intimate. The two embrace, and Palamas finds herself in love with the alien being who commands such vast power.

On returning to her companions, Palamas finds herself in the center of a conflict. Dr. McCoy and Ensign Chekov have discovered certain anomalies in **tricorder** readings of Apollo, and infer that his power, though great, is finite. The men of the landing party start a dangerous

game of baiting Apollo, encouraging him to strike out at them in the hope of draining his power so that survivors of his attacks may overpower him. Palamas courageously shields her fellow crew members as Apollo is about to strike, and, with a beautifully-phrased, if ill-timed, plea for mercy, defuses his anger.

Calculated cruelty

His plan unwittingly thwarted by Palamas, Kirk takes her into his confidence. She confesses that not only does she empathize with Apollo's loneliness, she actually loves him. Kirk reminds her that, whatever her feelings toward Apollo, he would condemn all her crewmates to a life of slavery in his service, and that her orders and her duty compel her to reject him.

With a broken heart, Palamas steels herself to the task, knowing that not only is she betraying the man she loves, but exposing herself to great physical danger.

★ Charged atmosphere

Palamas finds her affections are being vied for when the god smites Scotty.

She mocks and belittles Apollo, comparing him to a laboratory specimen, ridiculing his feelings for her. Enraged, the alien unleashes his powers, throwing her to the ground with gale force winds, and gathers energy to strike her down.

Apollo could destroy Palamas in an instant, but so great is his anger that he wants to see her terrorized first. This delay is his undoing, as his expenditure of energy weakens the shields around the planet, and allows the vigilant **Mr. Spock** to direct the *Enterprise's* weapons toward the temple which is the source of his power.

As Apollo vanishes, the traumatized Lt. Palamas turns to Scott for comfort, having endured a terrifying ordeal and betrayed her beloved for the sake of humanity, and for the principles of **Starfleet**.

UNREQUITED LOVE

Unexplored romance

The jovial chief engineer of the *U.S.S. Enterprise NCC-1701*, Montgomery Scott, swiftly develops an affection for Lt. Carolyn Palamas during her tour of duty aboard the ship. Occasionally meeting for coffee, the pair seem to be developing a friendship when things are interrupted by Apollo's summons, and his virtual abduction of Palamas to be his beautiful bride.

Scotty is fiercely protective of Carolyn, risking his life on three occasions to try and prevent Apollo taking her away, but despite these displays of devotion, and the fact that she turns to him for support when Apollo vanishes, Carolyn remains too traumatized by her experiences to consider a further relationship. Whatever might have developed between Scotty and Carolyn, but for Apollo's intercession, remains unknown.



▲ Close friends

Palamas and Scotty share a noticeably intimate friendship.

◀ Protection

Scotty has Palamas's best interests at heart.





Borg Queen in the Delta Quadrant

The **Borg Queen** is the tranquil epicenter of the whirlwind hive mind that is the collective. She is in her true element in *Unimatrix One*, at the heart of Borg space in the Delta Quadrant.

The **Borg Queen** plays a pivotal role in the expansion of the **Borg** through the assimilation of new races and ever greater territory. She is the softly spoken, composed heart of the collective, and the poisonous personification of its philosophy.

The Queen is very unlike the billions of drones that make up the bulk of the collective. These differences are sometimes fundamental: the ability to step outside of the usual parameters of Borg thinking, for example, and occasional references to herself in the singular rather than the plural associated with Borg society. There are other, less obvious details as well, including a kind of humor and the use of colloquial human phrases such as "good morning."

The Borg Queen is positioned as the figurehead of the hive mind, though she is more a distillation of the Borg philosophy than an individual in her own right.

She is adamant that Borg life is superior to all other life forms; assimilation simply delivers lesser species from chaos into order. She claims that she can feel the distinctiveness of newly-assimilated species coursing through the collective, as though it were blood in her veins.

One who is many

She remembers each and every individual who has been absorbed – their memories, and their thoughts and feelings at the point of assimilation. The Queen states that she herself originally hailed from **Species 165**, though the fact is now irrelevant.

The Borg Queen assumes physical form piece by piece, assisted by sophisticated machinery within her control chamber. Her natural home is *Unimatrix One* – a vast conglomeration of Borg structures and vessels in the **Delta Quadrant**. The spider does not often venture away from the center of the web, though there are exceptions to this rule.

The Queen's role is to direct drone activity and provides a focus for the collective. She can affect changes of plan and deliver instructions with a moment's thought. She does not take a

PROFILE ON THE QUEEN

LIFE FORM: Female — formerly of Species 165.

ROLE: To bring order to chaos, and ensure that the Borg strive relentlessly toward their goal of utter perfection.

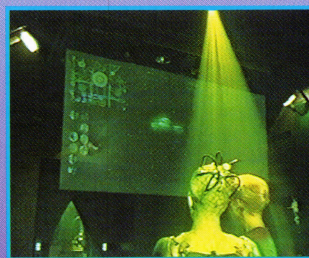
DOMAIN: The Queen operates primarily from *Unimatrix One*, but also has use of an irregularly-shaped vessel.

FIRST SEEN IN THE DELTA QUADRANT: 'Dark Frontier' [VOY]



▲ The Borg Queen is something of a contradiction – an individual who leads the Borg collective. She is a manipulative and dangerous enemy not to be underestimated.

BRINGING ORDER TO CHAOS



▲ The Queen has the ability to generate a viewscreen within her chamber, thus giving her access to all of the collectives' activities.



▶ A number of Borg drones maintain a presence in the Queen's heavily-guarded chamber; Seven of Nine's father, Magnus Hansen, is one of them.



▲ The Borg Queen's gaunt, inquisitive face and somewhat conversational manner bely the fact that she is one of the most dangerous life forms encountered.

▲ The Borg Queen finds the former drone Seven of Nine to be a more than worthy adversary.

Borg Queen in the Delta Quadrant

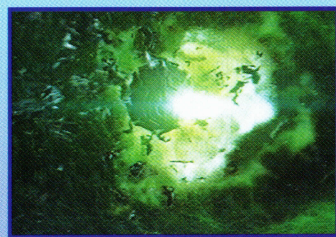
"They've left behind their trivial, selfish lives, and they've been reborn with a greater purpose."

— The Borg Queen espouses the received wisdom of the collective



▶ The Queen is able to issue commands to any part of the collective from the safety of her chamber on UNIMATRIX ONE.

▶ Captain Kathryn Janeway succeeds in rescuing Seven from the Queen's clutches.

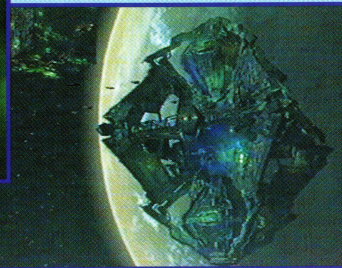


▶ The BORG QUEEN'S VESSEL is destroyed in 2375, but the Queen herself somehow manages to survive.



▶ The Queen craves to add a touch of humanity to the collective, but has yet to succeed in this endeavor.

▶ In an effort to draw Seven of Nine closer to her, the Borg Queen makes the decision to personally oversee the assimilation of Species 10026.



auspices in 2375. This involves detonating a **biogenic charge** in a planet's atmosphere, infecting all life forms present with **nanoprobe** viruses. Assimilation would be very gradual, perhaps taking years, but by the time the epidemic became apparent, half of the population would be drones.

Worthy adversaries

The Borg Queen wishes to initially deploy this new weapon against a race that has twice foiled the Borg: **Species 5618**, otherwise known as humans. She deems one further element crucial to the plan's successful execution: **Seven of Nine**, the only example of a **Borg drone** reclaimed and returned to an individual state. Seven's unique experience will help them to understand the nature of Earth's resistance. The Queen even goes so far as to suggest Seven was placed on the **U.S.S. Voyager NCC-74656** at the start of 2374 specifically for this purpose.

She acknowledges that Seven's experience has been remarkable and will, in any case, add to the perfection that the Borg pursue so relentlessly.

The Queen discovers **Captain Kathryn Janeway's** ambitious plan to infiltrate a **Borg Sphere** and steal the **transwarp coil** to expedite her ship's journey back to the **Alpha Quadrant**. It is unknown how she becomes aware of this, but she swiftly contacts Seven of Nine aboard *Voyager* by accessing her **neural transceiver**. She plays to the ex-drone's feelings of belonging and loyalty by offering to spare the ship's crew if Seven rejoins the collective. Seven feels she has little choice — she announces midway through the vital away mission that she is returning to the Borg.

The Queen is by turns both fascinated and repulsed by Seven's distinctiveness. She welcomes the former human girl **Annika Hansen**

home like a lost sheep returning to the fold. She scrutinizes her, observing with barely-disguised loathing the fact that the *Voyager* crew has made her over in their image. She states that they have corrupted her with their "petty" emotions, such as fear and vanity. These qualities, along with compassion, guilt, and empathy, are entirely irrelevant. She believes that at heart, Seven still belongs to her — just as her father, **Magnus Hansen**, serves as one of her own personal drones.

Seven is the Queen's personal project. She even joins a mission to assimilate **Species 10026**, as she feels that the experience may be instructive for Seven. She is able to detect Seven's actions in allowing a handful of captives to escape and, oddly, her pleas to allow them to leave do not fall on deaf ears. The Queen's apparently merciful actions are a calculated attempt to seduce her further.

Beyond Borg manipulation

The stark opposition that the Queen faces in Seven nevertheless becomes apparent when she tries to coerce her into working on the nanoprobe dispersion technique. She realizes that Seven, far from being an asset to the collective, is a true flesh and blood individual. She is philosophically unassailable.

The Queen meets a further match in Captain Janeway, who launches a mission to rescue Seven. The Borg Queen's greatest strength turns out to also be her Achilles' Heel when Seven is able to determine a means of escape through her link with the collective and the Queen herself. She and Janeway make good their escape, leaving the Queen on this occasion humiliated but not defeated.

The collective nevertheless goes on remorselessly — and it is not the last time that the Borg Queen will face Captain Janeway.

PREVIOUS EXPERIENCE

Killer Queen

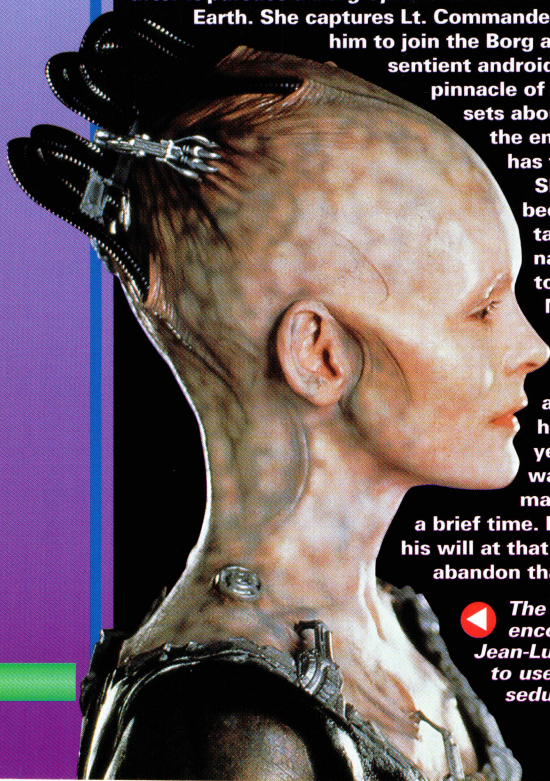
Individuals such as Seven of Nine and Captain Janeway are not the first Federation thorns in the Borg Queen's side. She previously takes form on the **U.S.S. Enterprise NCC-1701-E** after it pursues a **Borg Sphere** back in time to 21st-century Earth. She captures Lt. Commander Data to try and tempt

him to join the Borg as her consort — as a sentient android, he represents the pinnacle of perfection. The Queen sets about seducing him with the emotions for which he has tirelessly campaigned.

She fails in this instance because she does not take into account Data's nature, nor his loyalty to his Starfleet oath.

Neither does she credit the tenacity of Captain Jean-Luc Picard, whom she also attempted to woo as her consort some seven years earlier when he was assimilated and made Locutus of Borg for a brief time. He resisted her with all his will at that time, forcing her to abandon that line of thinking.

▶ The Borg Queen as encountered by Captain Jean-Luc Picard is unafraid to use feminine charm to seduce her victims.



Minister Campio

Minister Campio is the third minister of the planet Kostolain's Conference of Judges and arrives onboard the *U.S.S. Enterprise NCC 1701-D* in 2368, just days before his expected marriage to Ambassador Lwaxana Troi.

Minister Campio arrives aboard the *U.S.S. Enterprise NCC-1701-D* with a one man entourage, his Protocol Minister

Erko. Campio is a man of high rank and distinction on his homeworld of **Kostolain**, and he observes his world's rules of protocol with the utmost obedience and conviction.

Minister Campio is well dressed in a three quarter length black frock coat, which has a high, Nero-style collar, and is padded in what looks to be fine leather. He also wears black trousers and shiny black boots. On his head he wears a matching skull cap. Erko is dressed in a similar fashion.

Minister Campio is a tall and striking humanoid male, approximately 60 years of

age in human terms. His appearance is similar to most of his species; being of noble blood, however, his features are slightly more refined. He has two slight ridges that begin at the hair line above his brow, and run diagonally across his forehead, meeting ever so gently above his eyes and ending at the bridge of his nose. Another recognizable feature of the Kostolain are the over-sized ear lobes, which are flat and rounded in shape and hang down farther than their human counterparts.

Grades of grace

Minister Campio is engaged to **Ambassador Lwaxana Troi**, thanks to the services of a professional matchmaker. The two are considered a good match, largely because of their high

PROFILE OF MINISTER CAMPIO

NAME: Campio

LIFE FORM: Humanoid male

POSITION: Third minister of planet Kostolain's Conference of Judges

STATUS: Was engaged to Ambassador Lwaxana Troi, but never married.

REMARKS: Follows the rules and acts on protocol with dignity.

FIRST SEEN: 'Cost of Living' [TNG]

Protocol is of paramount importance to Minister Campio, and living up to the expected appearance of office and social station is a high priority.



societal status. Upon his very first meeting with Lwaxana, Minister Campio ever so politely takes her hands into his with complimentary admiration. When it comes to receiving a kiss from his bride to be, however, he is politely counseled by Erko, and refuses on the basis of becoming too familiar at this early juncture. Minister Campio's high rank of

nobility is made more notable when greeting **Captain Jean-Luc Picard**. Campio acknowledges Picard's outstretched hand, but instead bows deeply. The explanation for this behavior is that Picard is not of royal blood, however Minister Campio still maintains a high level of respect for the captain, and is extremely grateful for the use of his vessel for the

wedding ceremony. After meeting **Deanna Troi**, Minister Campio's ostentatious behavior becomes further apparent when he explains that his Protocol Minister need not be addressed in this present company.

By the book

Minister Campio explains that the role of the Protocol Minister is to ensure there is no "disservice of failing to ensure that priorities are

"Our culture is so totally new to you. I assure you of my utmost patience."

— Minister Campio to Lwaxana Troi



★ A pleasure to meet you

Minister Campio is delighted to make the acquaintance of Captain Jean-Luc Picard, and to finally meet in the flesh his lovely fiancée, Betazoid Ambassador Lwaxana Troi.

LONG-DISTANCE LOVER

★ Gaze faze

Minister Campio takes immense enjoyment from gazing into the eyes of his beloved Lwaxana. The betazoid temptress need not read his thoughts – they are all over his face.



★ Pre-marital visit

Campio visits Lwaxana, chaperoned by Mr. Homn, in her quarters aboard the *U.S.S. ENTERPRISE NCC-1701-D*.



OTHER CARDS IN THIS FILE...

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STAR TREK:
THE NEXT GENERATION...File 69



Minister Campio



★ Not a traditional bride

Lwaxana dons the wedding gown her fiancée's mother wore. This goes against her tradition, betazoid brides marry naked.

met" prior to the wedding, and diligently explains in the politest way possible that "it would be unpardonable to simply abandon ourselves to the moment." It slowly becomes evident why Campio has not had the proper time to find a wife by conventional methods. Being a man of such high nobility and royal stature, he is a very busy man on a world where a strict regime is followed point by point. This has resulted in him turning to a 'royal dating service' in hopes of meeting a wife. He has never met Ambassador Troi in person prior to coming aboard the *Enterprise*. They had sent personal profiles to each other, but obviously Lwaxana's title of ambassador had been the convincing factor.



★ Allies of attitude

Minister Campio and Lt. Worf stand together before the wedding. They share similar attitudes toward tradition and responsibility.



Minister Campio's wife must have a certain pedigree, regardless of her personality. Unknown to the minister, Lwaxana's true vivacious nature is kept hidden. Lwaxana's loneliness has got the better of her, and she is willing to compromise to find a husband. Captain Picard and Deanna Troi, however, sense the mismatch relatively early.

Any hopes of getting to know his future wife are further constricted when he reveals that he must stay in the constant company of his Protocol Minister prior to the wedding ceremony. Lwaxana is obviously upset at the revelation,

but agrees with Minister Campio's wishes. Campio understands that his culture is new to her and he assures Lwaxana that she will have his "utmost patience," and tells her "any tutoring you may desire about our customs, in addition to those regarding wedding procedure" will be discussed at a more appropriate time. Minister Campio believes at this stage that he still has a chance to warm Lwaxana to him.

Wedding rights

On their second meeting Minister Campio begins to see the true nature of his future bride. During a discussion of the impending wedding, Lwaxana Troi becomes preoccupied with young **Alexander Rozhenko, Lt. Commander Worf's son**. Campio is visibly irritated at his future wife's disregard for order, however he holds his temper in perfect control. Without wanting to sound authoritative, Campio is insistent that the wedding discussions take place. His attempts at controlling his bride are futile, and Lwaxana

★ Last minute jitters

Minister Campio accepts some at-the-altar words of protocol, not encouragement, from Erko; he continues to believe he is a good match for Lwaxana.

retreats to the **holodeck** with Alexander.

Minister Campio had previously sent his mother's dress to his bride to wear, a tradition of the Kostolain homeworld. Unknown to Campio, Lwaxana has learnt a valuable lesson in loving life to the fullest while in the company of young Alexander. Minister Campio patiently awaits the arrival of his bride prior to the wedding ceremony, with Erko standing at his side. Lwaxana arrives late to the wedding, but the greatest shock to Minister Campio is that she is not wearing his mother's dress. In actuality, Lwaxana is completely nude, as if she were attending a traditional **Betazoid** wedding. The stark realization of his bride's true nature proves all too much for Minister Campio and the wedding is quickly called off.

IRKING ERKO

Presiding over protocol

Protocol Minister Erko is from the Kostolain homeworld, and is considerably shorter than Minister Campio. Erko's cranial markings are more pronounced than Minister Campio's, suggesting that he is from less noble breeding.

Erko's role of Protocol Minister is one that he cherishes, and coming from a world that lives by strict rules of order he is an important member of Minister Campio's staff. Erko is much more pompous in nature than Minister Campio, and he makes it quite clear of his dislike of Lwaxana early in their meetings. Erko is quick to lead Minister Campio away from a wedding to Ambassador Lwaxana Troi, since her disregard of protocol would strongly offend Kostolain sensibilities.

▶ Following the rules

Erko gains his self-importance from knowing the rules, and following them better than anyone else.



◀ Grim counsel

Erko serves as an advisor to Minister Campio, and finds he has little to smile about regarding the wedding, or anything else.



★ The wedding party

Commander Riker, Dr. Crusher, Captain Picard, Campio, and Erko are not expecting to see a traditional Betazoid bride.

★ The naked truth

Minister Campio and his escort Erko are visibly shocked by Lwaxana Troi's choice of wedding apparel: nothing.



Geodesic Fold

Geodesic folds have long been known as a method of traveling vast distances, albeit with one major flaw — the radiation generated during the procedure is unavoidably lethal, despite advances in medical inoculations and shield technology.

Prior to **Stardate 54129.4** the **U.S.S. Voyager NCC-74656** acquires the ability to receive monthly data streams from **Starfleet** in the **Alpha Quadrant**, providing both tactical information and private mail that the whole crew come to rely on. One month's stream in early 2377 is never received, however, so the crew are relieved when a large holographic datastream is downloaded on **Stardate 54208.3**, although the size of the file jams the **Intrepid**-class vessel's transceiver, and takes some hours to decipher. Unbeknown to both the crew of **Voyager** and the **Project Pathfinder** team, three **Ferengi** privateers have hijacked the missing month's data stream that contains a holographic version of **Lt. Reginald Barclay**, and reprogrammed the photonic character with a series of modifications and false medical information formulated to protect the ship while traveling through a **geodesic fold** allegedly calculated to return them home safely.

Long-held theory

The concept of 'folding' space and creating a direct pathway between two hugely distant points is well known to the **United Federation of Planets**, with previous attempts to develop technology around the theory including the crude system created by the **Ansata Terrorists** of **Rutia IV** based on the **Elway theorem** in 2366, and the **Spatial Trajector** developed by the **Sikarians** in the **Delta Quadrant**. **Captain Kathryn Janeway** and her crew have previously considered generating their own geodesic fold in space, but it quickly becomes clear through simulations they undertake that the crew would never survive the trip. **Voyager** may be a state of the art design, but even its shields are useless against the fatal levels of geodesic radiation present within the entrance and exits to the spatial fold. It is hardly surprising therefore that when the holographic **Reginald Barclay** presents the idea of traveling through a geodesic fold to journey home that it is met with some skepticism, although the reprogramming the **Ferengi Nunk** undertakes on the stolen hologram ultimately proves to be convincing.

The plan presented by the altered Barclay hologram appears to be simple, seemingly answering all of the problems previously encountered with geodesic fold transportation. **Voyager** is traveling toward **Grid 898**, a sector

of space occupied by a red giant star — at that very moment, the Barclay Hologram claims a team of **Federation** scientists are orbiting **red giant 23139** in the Alpha Quadrant, although in reality it is a **Ferengi Marauder** setting up their elaborate trap in order to secure the priceless **Borg** technology that exists within the body of **Seven of Nine**. By targeting red giant 23139's magnetic field with a **verteron beam**, a geodesic fold will be created adjacent to the giant's north pole that will simultaneously generate a fold in the upper atmosphere of the Delta Quadrant red giant. Space is effectively punctured, and a gateway is generated between the two points, allowing the Starfleet vessel to journey the equivalent of 30000 light years in a matter of seconds. The generation of the fold in the Alpha Quadrant has to be carried out very precisely, and **Voyager** has only 16 seconds in which to travel through the link and emerge through the upper atmosphere of the Alpha Quadrant red giant.

Safe passage

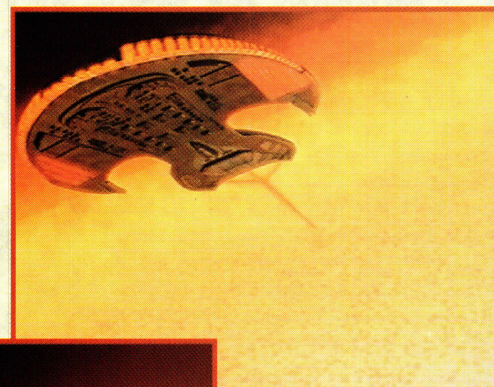
The holographic Barclay quickly dismisses the reservations of **Voyager's** crew by claiming that great advances have taken place in geodesic research in the six years they have been journeying through the Delta Quadrant, a lie created by the Ferengi in order to secure their profit. A series of schematics designed to upgrade **Voyager's** shields are held within his matrix, as well as medical technology formulated to provide enhanced protection for the crew in liaison with the shield modifications. The real Lt. Barclay is known and trusted by



▲ Geodesic folds must be formed at the poles of a red giant, and can provide almost instantaneous travel to distant regions of the Galaxy. Starfleet knows how to create them, but their use is curtailed by the certainty of death.

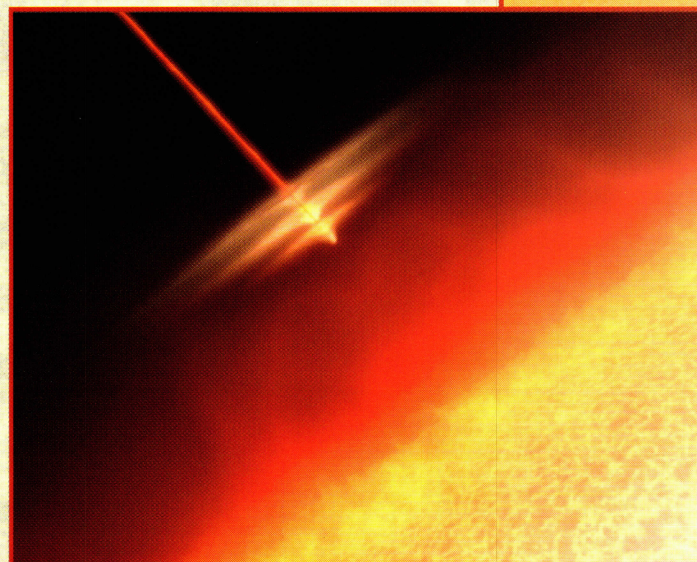


▲ The crew of the **U.S.S. VOYAGER NCC-74656** determine how a geodesic fold could be created in **Grid 898** of the Delta Quadrant. Theoretically, this would allow the starship to return to the Alpha Quadrant.



▲ The **FERengi MARAUDER** operated by Nunk must maneuver within close range of the red giant when opening a geodesic fold. A geodesic pulse is emitted from the forward section of the ship.

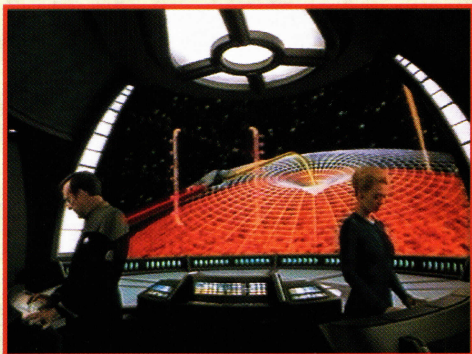
◀ The first signs of the formation of a geodesic fold appear in the upper reaches of the star. The pulse generates a series of bright rifts above the northern pole, which are recreated in a similar fashion in the Delta Quadrant.



Geodesic Fold



▲ The holographic Reginald Barclay assigns the senior staff of the U.S.S. VOYAGER NCC-74656 with specific tasks to facilitate the starship's journey through the geodesic fold.



▲ The holographic Barclay and Seven of Nine monitor the formation of the geodesic fold from the Astrometrics Lab aboard VOYAGER. The crew are unaware of the true danger that awaits them.

Captain Janeway and her crew, so a number of teams are given specific tasks in order to prepare the vessel for the dangerous journey, unaware that they are not expected to survive the passage through the fold. Lt. Tom Paris is charged with charting the best course to and through the folds, while Lt. Commander Tuvok and Lt. B'Elanna Torres work on the shield modifications, and the Doctor begins the manufacture of the geodesic radiation inoculations.

Seven of Nine is certain that despite any shield modifications *Voyager* will sustain significant damage while journeying through the fold, and suggests the implementation of Borg technology to generate a structural integrity field in front of the vessel to reduce the massive



▲ The holographic Barclay is determined to deliver the unconscious Seven of Nine to the Ferengi in 2377, despite the fact that they begin to close the geodesic fold. He requisitions an escape pod from VOYAGER, which successfully passes through the fold, albeit without its occupants, who are transported off.

pressures on the ship, similar to that used aboard Borg ships as they traverse transwarp conduits. Feeling this will increase their chances of success, the holographic Barclay agrees to the idea, and while her reservations are somewhat alleviated, Lt. Paris has in mind the very poor track record that short cuts have had for the ship.

Doubts and concerns

The most serious doubts about a successful journey through the geodesic fold comes from the Doctor, however; his study of the false Starfleet medical treatments does not satisfy his fears of the crew not being adequately protected from the lethal geodesic radiation during the short journey. The new inoculations are virtually identical to existing Starfleet radiogenic vaccines, and even with the incorporation of a synthetic antigen they only serve to improve resistance to geodesic radiation by 10 percent. Nevertheless, the holographic Barclay claims that will be enough while working in combination with the shields.



▲ The FERENGİ MARAUDER is unhindered by the presence of Starfleet vessels as it maneuvers into position above red giant 23139; the closest Federation starship is the U.S.S. CAROLINA, half a light year away.

If the treatments do not work, however, the entire crew will be liquefied.

Starfleet eventually realizes that their transmissions have been intercepted by the Ferengi, and only just prevent *Voyager* from entering the geodesic fold created by a geodesic pulse fired into red giant 23139 from the *Ferengi Marauder*.

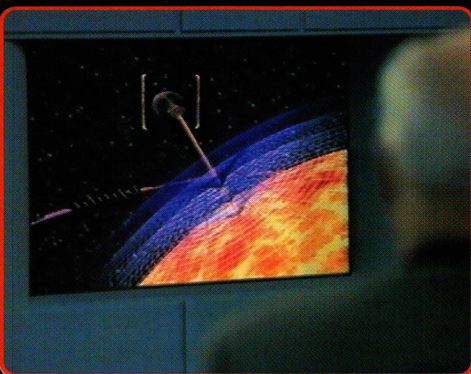
In the Delta Quadrant, as *Voyager* approaches the fold at one-quarter impulse, Seven detects three types of radiation not accounted for; the holographic Barclay incapacitates her before she can warn the bridge, however. Nevertheless, the real Barclay convinces Nunk and his crew that they will be hunted down by Janeway, thus encouraging them to close the fold before *Voyager* can enter its lethal passageway.

FALSE REPRESENTATION

Closing the fold

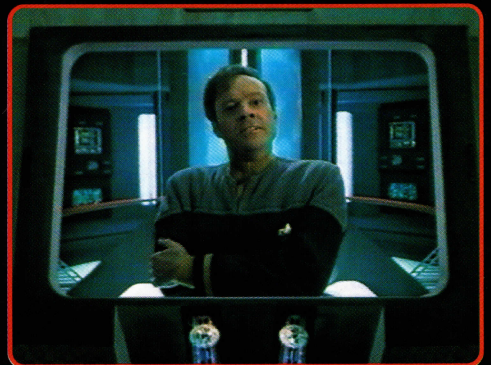
Starfleet's attempt to force the Ferengi to close the geodesic fold only succeeds by the real Reginald Barclay's impersonation of his own photonic construct, and his threat that *Voyager* will hunt the Ferengi down. He warns the avaricious aliens that the starship is equipped with Borg Interquadrantal warp drives, Hirogen hunting sensors, and Vidiiian phage-torpedoes.

Nevertheless, the holographic Barclay is undeterred, and attempts to use an escape pod to deliver Seven of Nine to the Ferengi. His plan is foiled when the crew transport them out of the pod and back to *Voyager*.



▲ Admiral Paris monitors the Ferengi as they open a lethal geodesic fold in an attempt to draw VOYAGER through.

▼ The real Lt. Barclay poses in front of a holodeck version of VOYAGER's warp core during communications with Nunk.





'Repentance'

The *U.S.S. Voyager NCC-74656* plays host to a group of prisoners and their Nygean wardens, but their presence aboard raises mixed feelings for Seven of Nine — especially when it is discovered that their crimes may simply be the result of a neurological defect.

The *U.S.S. Voyager NCC-74656* responds to a distress call, and transports nine people to a cargo bay and two injured beings to sickbay. In the cargo bay **Lt. Commander Tuvok's** security team meets a distressed officer claiming he is missing prisoners, while in sickbay **Seven of Nine** is grabbed as a hostage. She frees herself with relatively little difficulty.

Nygean Warden Yediq explains that he was transporting eight murderers back to his home planet for execution when his ship developed problems. **Captain Kathryn Janeway** will not divert *Voyager* to complete Yediq's journey, but will detain the prisoners until a **Nygean Vessel** can rendezvous with them. Tuvok provides holding cells and extra guards, while Yediq and his staff will be permitted to retain their weapons only in that area. The **Doctor** is concerned at the inhumanity of state sanctioned murder, claiming the process is based on revenge and offers no chance for redemption.

Unlawful conduct

When a particularly violent prisoner called **Iko** makes an oblique reference to the safety of Yediq's children, Yediq's staff beat him severely. As a consequence Captain Janeway refuses Yediq contact with the prisoners. Iko's injuries are life threatening, and at the Doctor's request Seven reluctantly provides the **nanoprobes** that are necessary to restore him to health.

Neelix carries out some research after a prisoner named **Joleg** claims to have been detained merely for being **Benkaran** and in the vicinity of a murder. He discovers that Benkarans account for an excessively high number of those incarcerated in proportion to their population. **Lt. Tom Paris** notes that during his confinement everyone claimed to be innocent, but Neelix responds that none were due to be executed.

A scan provides no cause when Iko complains of severe stomach pains, and Seven suggests he is experiencing guilt for his crimes. This is a new sensation for Iko, and he believes it to be caused by the nanoprobes. He requests they be removed, despite knowing that he may die without them. On reviewing a recent brain scan, The Doctor discovers that Iko has developed new neural pathways, but how this occurred is

ON SCREEN...



1 The *U.S.S. VOYAGER NCC-74656* encounters a vessel in need of assistance, and transports the surviving occupants of prisoners and wardens aboard.



2 One of the prisoners, Iko, takes Seven of Nine hostage in sickbay. Tuvok uses his phaser to pacify the criminal before he can harm her, however.



3 The *VOYAGER* crew agree to hold the prisoners until they can rendezvous with a *NYGEAN VESSEL*. Temporary holding cells are constructed in Cargo Bay 2.



4 During his meal rounds Neelix learns that most of the prisoners are Benkarans. It seems that most of these people are accused of crimes and sentenced to death.



5 Iko awakens in sickbay after the Doctor has infused his body with Borg nanoprobes donated by Seven in order to heal the injuries he has sustained.



6 Iko is suddenly gripped by a terrible sensation; it seems that the Doctor's procedure has left him with a conscience — and guilt over his past crimes.

'REPENTANCE'

"This is one occasion when my programming won't allow me to be objective. Killing is wrong, no matter who's doing it."

— The Doctor



'Repentance'

not known. A more passive Iko enjoys the company of Seven, and renews a childhood interest in the stars.

Neelix further learns that Nygean justice incorporates sentences delivered by the families of the victims, but wealthier criminals can negotiate financial settlements for their misdemeanors.

Researching Iko's condition, the Doctor discovers that the nanoprobes repaired a defect in his brain. A particular unconnected node left him prone to violent behavior, but with the node now attached his attitude to his crimes is different and he is genuinely repentant. Seven notes that some societies would consider him a different person.

To the death

Yediq does not consider that Iko is doing anything other than deceiving *Voyager's* crew, but Nygean law allows for those under sentence of death to appeal to the families of their victim. Iko considers such an appeal wrong, and while his previous condition has been explained, he considers himself to be the same person and believes his death sentence is correct. Seven responds that she was not in control of her life while injuring others as part of the **Borg collective**, and regrets her actions but cannot consider herself responsible. Iko is unconvinced and requests that he be returned to his cell. There he passes his dinner to a prisoner from whom he previously stole food.

The family of Iko's victim refuse to consider the appeal against his sentence, and Warden Yediq notes that this is their right. Seven suggests Iko be given asylum aboard *Voyager*, but Janeway considers her plea is more to do with her feelings of culpability for her actions as a **Borg**, for which she should have absolved herself of all guilt. An attack on *Voyager* prevents further discussion.

The attack disrupts power, enabling the prisoners' escape. The attacking craft is Benkaran, and had planned to transport the Benkaran captives, but *Voyager's* direct hit on their **transporter** array prevents this, and the ship retreats. In the confusion some prisoners capture Warden Yediq, and Joleg is about to execute him when Iko intervenes, claiming Yediq should be his in revenge for the beating he was given. Joleg hands over the **phaser**, which Iko passes to Yediq who immediately fires on his captors.

Yediq sees for the first time that Iko has changed, and convinces the family of his victim to listen to Iko's direct appeal. Neelix, however, considers the same event and Joleg's part in the escape attempt a betrayal. He knows that a letter he sent to Joleg's brother prompted the attack on *Voyager* and

that he threatened to kill Yediq.

Iko's appeal fails, and Seven cannot understand why he should be executed, yet she goes unpunished for the thousands she killed as a drone. Janeway points out that Seven lost 20 years of her life to the Borg, and she considers that sufficient punishment.

ON SCREEN...



7 Captain Kathryn Janeway examines the Doctor's data; it seems that the nanoprobes have reconnected a previously dormant section of his brain.



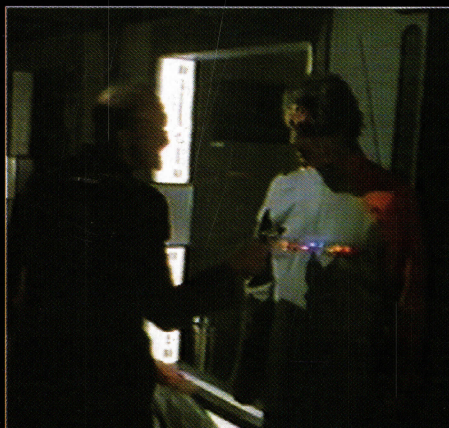
8 Iko is returned to the cells, where he begins an exercise regime – and asks that his food be offered to another of the prisoners in the block.



9 Seven comments to Captain Janeway that Iko should be considered rehabilitated, and no longer responsible for his past crimes.



10 VOYAGER is attacked by a smaller spacecraft. During the firefight, the prisoner's cells are deactivated, and they escape into the starship.



11 Iko saves Yediq after he is captured by the other prisoners, and gives the warden a Starfleet phaser which he uses to stun the escapees.



12 Seven tells Janeway that she should be held responsible for the crimes she committed when she was a Borg drone – but the captain is not so sure.

STARSHIP FACTS

A The temporary holding cells constructed in Cargo Bay 2 aboard the *U.S.S. Voyager NCC-74656* are comprised of tritanium bulkheads and impenetrable forcefields.

A In accordance with the United Federation of Planet's guidelines on the treatment of prisoners, Neelix offers the captives Talaxian spicestew, served with leola rice pilaf – an old family recipe.